

Name: GTF Hercules II

Type: Galactic Terran Alliance Hercules II Class Fighter

Scale: Starfighter

Length: 17 Meters

Skill: Starfighter Piloting - Hercules II

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 2 Days

Cargo Capacity: 150 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Yes

Space: 7

Atmosphere: 325;900kmh

Maneuverability: 3D

Hull: 3D

Shields: 6D

Sensors:

Passive: 35/1D

Scan: 50/2D

Search: 70/3D

Focus: 3/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-5/15/30

Atmosphere Range: 100-500/1.5/3km

Damage: 6D

1 Interceptor Missile Launcher (24 Missile Magazine)

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

1 Trebuchet Missile Launcher (12 Missiles Magazine)

Fire Arc: Front

Fire Control: 2D

Space: 2/6/14



Atmosphere Range: 100-200/600/1400

Damage: 9D

Description: The GTF Hercules Mark II is the next generation of Terran heavy assault fighter. Introduced during the Great War, the original Herc's balance of firepower and maneuverability made it the most versatile strike fighter in the fleet. Some military historians have claimed the Hercules won the Great War, citing its deployment in key battles near the end of the Shivan conflict. Implementing recent advances in fusion drive technology, the Mark II improves the assault fighter's speed and maneuverability without sacrificing loadout capacity.

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